



Partner Stunt Scoring Guidelines 2019

Difficulty

Below	0.5 - 1	Less than 6 Level Appropriate skills including any Elite Skills OR 6 or more level appropriate skills, none of which are Elite Skills
Low	1 - 6	At least 6 Level Appropriate skills. 1 of which are Elite Skills
Medium	7 - 12	At Least 6 Level Appropriate skills, 2 of which are Elite Skills
High	13 - 20	At Least 6 Level Appropriate skills, 3 of which are Elite Skills

Identical skills will not be counted twice, however variations of the same skill can be counted twice, e.g. tick toc from lib to lib position and tick toc from lib to heel stretch position are different variations. Once in range, difficulty is determined by a combination of Elite Skills, Level Appropriate Skills, pace, and diversity of skill. Non-level appropriate skills will not be counted towards stunt difficulty, but can be considered for stunt creativity.

Execution

Base/s Execution

Low	1 - 6	Less than 50% of skills are performed with excellent precision
Medium	7 - 12	50% of skills are performed with excellent precision and form
High	13 - 20	75% of skills are performed with excellent precision and form

Good timing and grips, completion of skills, and minimal movement in stunts.





Execution (Continued)

Top (Flier) Execution

Low	1 - 3	Less than 50% of skills are performed with excellent precision and form
Medium	4 - 6	50% of skills are performed with excellent precision and form
High	7 - 10	75% of skills are performed with excellent precision and form

Standing tall in stunts, locking out, form, body positions, flexibility and appearance in stunt.

Showmanship

Creativity/Visual Effect/Transitions

Low	1 - 3	Below average choreography, visual appeal, transitions, creativity
Medium	4 - 6	Average choreography, visual appeal, transitions, creativity
High	7 - 10	Excellent choreography, visual appeal, transitions, creativity

Choreography that creates visual appeal, and unique, intricate and innovative arrangement of skills. Pace, number of transitions, seamless flow and connection of skills, visual elements.





Showmanship (continued)

Performance

Low	1 - 3	Below average expression and energy, low level of excitement
Medium	4 - 6	Average expression and energy, average level of excitement
High	7 - 10	Excellent expression and energy, high level of excitement

Excitement level of routine, use of expression, and energy.

Deductions

Minor fall	1 point	Uncontrolled cradling, dismounting or lowering a building skill (not timing issues). Base or spotter falling to the floor during a building skill
Major Fall	2 points	Falls from an individual stunt or toss to the floor (top person lands on floor or multiple bases/spotters land on floor)
Legality	3 points	Out of level skill

Age Grid

All Partner Stunt Specialty items are required to follow the NZCU age grid, however the NZCU Out of Age Division Policy exemptions are permitted to be applied.

